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Attorney Docket No.: TMI.KKSE.PT1

Amendments to the Claims

Please amend claims 1-5, 7, 8 and add new claims 24-30 as follows:

1. (currently amended) A game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game device displays a first action scene between a first player character and a first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.
2. (currently amended) [[A]] The game device according to claim 1, wherein said predetermined command is an attacking command for said first player character attacking said first enemy character.
3. (currently amended) [[A]] The game device according to claim 2 which displays at least one enemy character around at least one player character before it displays at least one action scene.
4. (currently amended) [[A]] The game device according to claim 1 where an attribute value of at least one of said first player character and said first enemy character is changed based on said predetermined command.
5. (currently amended) [[A]] The game device according to claim 4, wherein said first action scene displays a damage to at least one of said first player character and said first enemy character based on the attribute value that changes in accordance with said predetermined command.

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6. (canceled)

7. (currently amended) A game processing method for a game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game processing method displays a first action scene between a first player character and a first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

8. (currently amended) A recording medium having a program recorded thereon for causing a game device to execute predetermined functions, wherein said program comprises the functions of: receiving a predetermined command from a player; deciding a camera angle to project a first enemy character related to a first player character and said predetermined command; and displaying a first action scene between the first player character and the first enemy character and a second action scene between a second player character and a second enemy character based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by the player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

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9. (withdrawn) A game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game device displays the second player character in the first game screen and then gradually changes said first game screen into the second game screen when the player gives the first player character a predetermined command and said first game screen displaying said first player character changes into said second game screen displaying said first player character and said second player character.

10. (withdrawn) A game device according to claim 9 which displays said second player character entering into said first game screen from the outside of said screen.

11. (withdrawn) A game device according to claim 9 which changes said first game screen into said second game screen and eliminates said second player character from said second game image and then gradually changes said second player character in said first game screen.

12. (withdrawn) A game processing method of a game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game processing method displays the second player character in the first game screen and then gradually changes said first game image into the second game image when the player gives the first player character a predetermined command and said first game screen displaying said first player character changes into said second game image displaying said first player character and said second player character.

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13. (withdrawn) A recording medium storing a program for making a game device realize predetermined functions, wherein said program stores functions for receiving a predetermined command from the player, displaying the second player character in the first game screen, and gradually changing said first game screen into the second game screen when the player gives the first player character a predetermined command and said game image displaying said first player character changes into said second game image displaying said first player character and said second player character.

14. (withdrawn) An image processing device for controlling the relationship between the characters and displaying the images based on such relationship, wherein the relationship are structured by a plurality of phases, the characteristics concerning the relationship between the characters is set for each phase, and said image processing device comprises an image processing means for implementing the image processing of the relationship between the characters according to the characteristics.

15. (withdrawn) A game device comprising an image processing means for implementing the image processing for attacks and defenses among the characters, said image processing means being structured by a plurality of phases which are successively developed,

comprising a memorizing means concerning the characteristics of attacks and defenses of each of said phase,

wherein said image processing means implements the image processing for attacks and defenses among the characters according to the characteristics.

16. (withdrawn) A game device according to claim 14, wherein said characteristic values include data concerning the size of the damages caused to the characters by the attacks.

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17. (withdrawn) A game device according to claim 14 comprising a processing means for displaying said characteristic values on a displaying means.

18. (withdrawn) A game device according to claim 16 wherein said characteristic values are displayed on the displaying means for not only the phases presently developing but also the phases that are developed next.

19. (withdrawn) A game device for implementing an image processing for the attacks and defenses among the characters, wherein said image processing is structured by a plurality of phases that are successively developed and the game device comprises a selecting means which allows a player to choose whether the influence of attacks or defenses in each phase extends to the identical phase or to the next phase.

20. (withdrawn) A device described in one of claims 13 to 18, wherein said phase, which permits the processing of attacks or defenses against the characters, is set for each of a plurality of characters which a player can operate.

21. (withdrawn) A game processing method in a simulated fighting game in which a plurality of phases constitute 1 turn, wherein more than 1 attribute is set for each phase, and a computer implements the changing of the degree of the attacks and defenses which correspond to said phases in accordance with said attributes.

22. (withdrawn) A game processing method in a simulated fighting game in which a plurality of phases constitute 1 turn, wherein a computer implements such settings that the influence of attacks and defenses set by a player in each phase extends to the identical phase or the following phases.

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23. (withdrawn) A memorizing medium, wherein a program for having a computer implement the processing method described in claims 20 or 21.

24. (new) A game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game device displays a first action scene between a first player character and a first enemy character and a second action scene, displayed simultaneously to said first action scene, the second action scene between a second player character and a second enemy character, the scenes displayed are based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

25. (new) The game device according to claim 24, wherein said predetermined command is an attacking command for said first player character attacking said first enemy character.

26. (new) The game device according to claim 24 which displays at least one enemy character around at least one player character before it displays at least one action scene.

27 (new) The game device according to claim 24 where an attribute value of at least one of said first player character and said first enemy character is changed based on said predetermined command.

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28. (new) The game device according to claim 24, wherein said first action scene displays a damage to at least one of said first player character and said first enemy character based on the attribute value that changes in accordance with said predetermined command.

29. (new) A game processing method for a game device for displaying a game screen which expresses a virtual three-dimensional space, wherein said game processing method displays a first action scene between a first player character and a first enemy character and a second action scene, displayed simultaneously to said first action scene, the second action scene between a second player character and a second enemy character, the scenes displayed are based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by a player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.

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30. (new) A recording medium having a program recorded thereon for causing a game device to execute predetermined functions, wherein said program comprises the functions of: receiving a predetermined command from a player; deciding a camera angle to project a first enemy character related to a first player character and said predetermined command; and displaying a first action scene between the first player character and the first enemy character and a second action scene, displayed simultaneously to said first action scene, the second action scene between a second player character and a second enemy character, the scenes displayed are based on a predetermined camera angle to project said first player character and said first enemy character related to a predetermined command which is given to said first player character by the player, and further, wherein said predetermined command is unrelated to said second player character, and wherein the predetermined camera angle remains unchanged when the second action scene is displayed.